### SEP 1 2 2003 RS

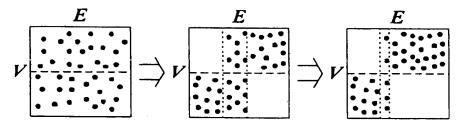


FIG. 1

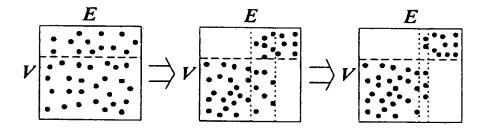
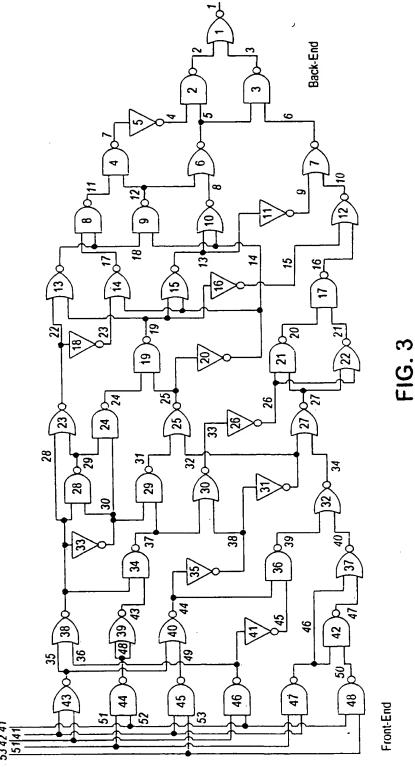
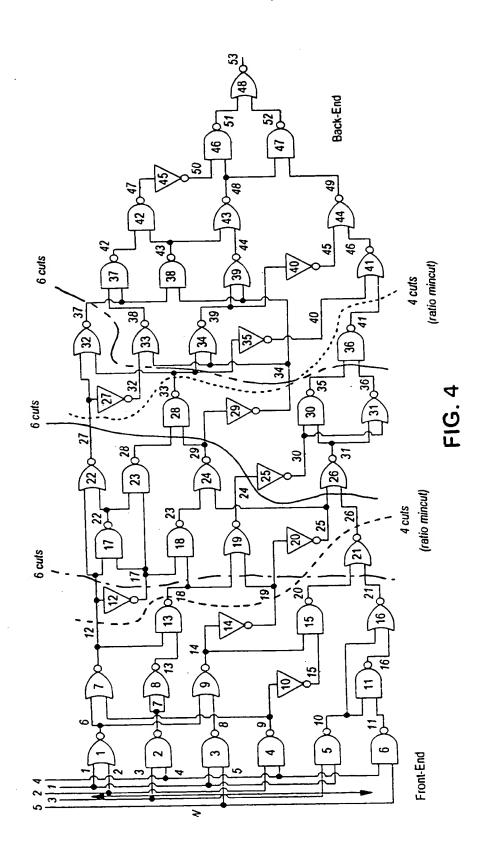


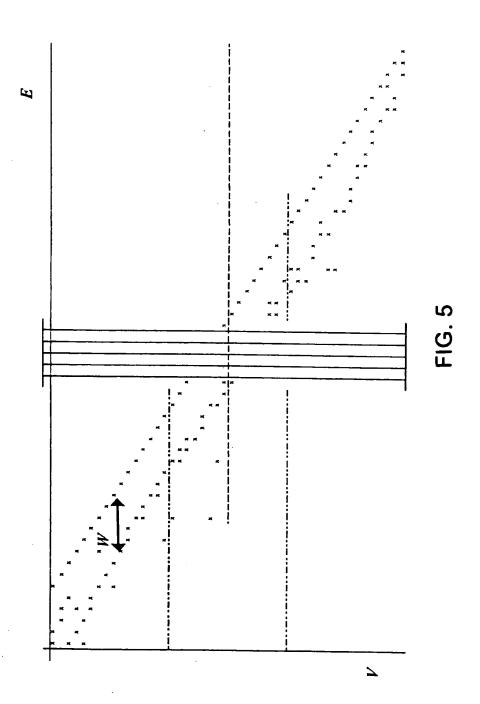
FIG. 2











### OTPE TE BE

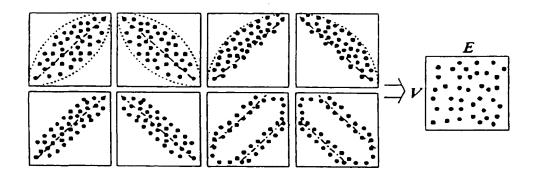


FIG. 6



```
#include <stdlib.h>
#include <stdio.h>
#include <time.h>
#define Required_Num 48
int A[Required_Num], B[Required_Num], C[Required_Num];
int main(void)
      int i, j, m, n, seed, non_used;
time_t t;
       for(i=0; i < Required_Num; i++)
{ A[i] =0; B[i] =i+1; } /* For initialize */</pre>
      seed = (unsigned) time(&t);
srand( seed );
                                                                              /* srand((unsigned) time(&t));*/
      printf("\nSeed %u, random numbers from 1 to %d\n", seed, Required_Num); for(i= Required_Num-1; i>=0; i--)
              int k;
k = (rand() % Required_Num);
printf("%2d\t", k+1);
if( B[k] != 0) { A[i] = k+1; B[k] = 0; }
      printf("\nArray A... Non-repeated generated numbers (from back-end):\n");
for(i=0; i < Required_Num; i++) printf("%2d\t", A[i]);</pre>
       printf("\nArray B... Not yet used numbers\n");
      i=0;
for(i=0; i< Required_Num; i++)
                                                                                               Seed 35986, random numbers from 1 to 48
38 47 5 31 44 47 4 22 23
9 36 27 7 32 5 12 8 29 11
6 11 19 6 13 9 41 3 40 9
43 23 32 36 1 25 26 24 15 32
2 26 47 30 42 17 28 29
Array A....Non-repeated generated numbers (from back-end):
0 30 17 0 30 0 0 43 0 15
24 26 25 1 0 0 0 43 0 40
3 41 0 15 0 0 0 43 0 0 0
3 42 0 32 7 27 36 9 23 22
4 47 44 31 5 42 45 38
Array 8....Not repeated unmbers (3 22 23 24 47 44 31 5 24 33 34 35 37 39 46 48 20 21 33 34 35 37 39 46 48 50 20 13 33 34 35 37
                                                                                               SOME OUTPUT RESULTS:
               if(B[i]!=0)
{    C[j]=B[i];
printf("%2d\t", B[i]);
              j++;
      non_used=j;
printf("\nInsert Sequence of "
    "Non-yet-used Numbers...\n");
       for(i=0; i<Required_Num; i++)
             if(A[i]==0)
                if((j\%2) == 0)
                   A[i] = C[non_used-1-m]; m++;
               else
                                                                                                    13 35 29 43 22 48 37 39 41 39 37 4 4 4 46 31 38 15 27 40 41 17 38 32 14 22 7 8 23 18 27 5 11 26 1 47 44 28 44 19 37 34 48 34 37 A... Non-repeated percents
                     A[i] = C[n]; n++;
               printf("%2d\t", A[i]);
                                                                                                    28 49 19 3/ 34 48 34 34 A.Y. Non-repeated generated numbers (from back-end): 0 34 0 19 0 28 30 0 47 26 11 5 0 18 23 0 8 7 14 32 0 17 0 40 0 27 15 31 46 0 4 0 0 6 1 39 48 22 43 29 35 13 44
       printf("\nAfter Modified...\n");
for(i=0; i < Required_Num; i++)
   printf("%2d\t", A[i]);</pre>
                                                                                                Array B... Not yet used numb
2 3 9 10 12 16 20
33 36 42 45
                                                                                                                                          bers
21 24 25
       return 0;
                                                                                                Insert Sequence of Non-yet-used Numbers, 45 2 42 3 36 9 33 10 25 12 24 16 21 20
                                                                                               24 16 21 20
After woldfied...
45 2 34 42 19 3 28 30 36 47
1 26 11 5 9 18 23 33 8 7
10 14 32 25 17 12 40 24 27 15
38 31 46 16 4 21 20 35 13 44
```

FIG. 7

### OTPE VETERS IN 12 2000 W

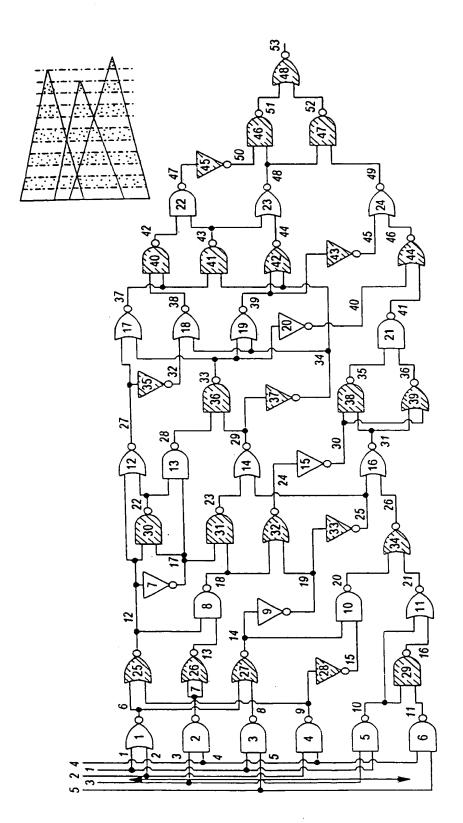


FIG. 8A



33	0 0 0			94 0	
- 44 46	(from back-end) 0 31 30 36 45 0			451	
48 33	ر المقال 0 36			888	
48 44 44	bers 0 48	5		32 48	
25 to 45 31	46 rum 44	45	Numbe 38	<del>44</del>	
random numbers from 25 to 48 28 40 33 45 36 35 37 30 31 44 30 46	Non-repeated generated numbers 0 0 25 46 0 47 27 39 44 48 41 33	numbers 38	Insert Sequence of Non-yet-used Numbers 26 43 29 42 32 38 34	395	
10mbe 40 37 46	ated 0 27 33	used 34	Non-y 42	33 33	
	Non-repe 0 47 41	Not yet used numbers 32 34 38	ance of	ed 29 47 41	
Seed 34797, 33 41 27 47 35 28	°° × 8 3°	8 t	Seque	Modifi 43 35 28	
Seed 33 27 35 35 35	Array 0 37 40	Array 8 26 29	Insert 26	After Modified 26 43 29 37 35 47 40 28 41	

d) 0 17			16 17	
back-er 19 6			19 6	
(from 0			W4	
mbers 0 7	20	ers	18	
ted nu 0 22	s 18	d Numb	533	
genera 0 15	number 16	et-use S	82	
eated 23 9 1	used 14	Non-y 18	1 933	,
<sup>λοη</sup> - reμ 11 0 10	ot yet S	ance of	ed 11 10	
A 1	B	seque 20	Modifi 2 12 21	
Array 24 13 8	Array 2	Insert 2	After 24 13 8	
	Array A. Non-repeated generated numbers (from back-end) 24 0 11 23 0 0 0 0 19 13 12 0 9 15 22 7 4 6 17 8 21 10 1	Array A Non-repeated generated numbers (from back-end) 24 0 11 23 0 0 19 0 0 0 19 0 19 8 21 10 1 1 2 7 4 6 17 8 21 10 1 1 1 4 6 17 Array B Not yet used numbers 2 3 5 14 16 18 20	Array A Non-repeated generated numbers (from back-end)  13 12 0 9 15 22 7 4 6 17  8 21 10 1 2 2 7 4 6 17  Array B Not yet used numbers  2 3 5 14 16 18 20  Insert Sequence of Non-yet-used Numbers	Array A Non-repeated generated numbers (from back-end)  13 12 0 9 15 22 7 4 6 17  8 21 10 9 15 22 7 4 6 17  Array B Not yet used numbers  2 3 5 14 16 18 20  Insert Sequence of Non-yet-used Numbers  2 20 3 18 5 16 14  After Modified  24 2 11 23 20 3 18 5 19 16  13 12 14 9 15 22 7 4 6 17  4 6 17

### FIG. 8B

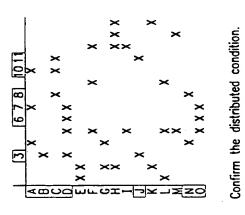


When every sort step completed, record nodes set, and if node set no more change, halt the procedures. zê в (В ച മ (R) (B) (L) confirm the (V, E) pair distributed condition under nearly Max-cut reservation (B): Bottom-side base (R): Right-side base (T): Top-side base (L): Left-side base N E N (L) (B) (R) z2 2. Phase Two Begins: different additional steps can be choiced. N E N (L) (B) (R) z ê zæ N: Node Radix Sort and may randomize the node number order. E: Edge Radix Sort 0. Initializemapping (V, E) pairs to V-E plain, z (j (B) 2F. Some other clustering techniques. 2E. Some other recurring orders. N E N E (R) (R) (T) (L) (B) E N E N (B) (B) (B) (C) е (в) 1. Phase One: basic four steps. E N (T) (R) (T) (L) z 2 2A. 2C.

FIG. 9







mapping to V-E plain

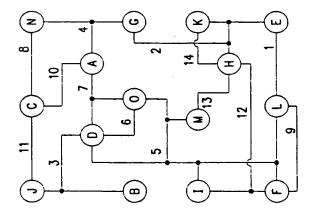
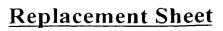


FIG. 10A

A 14 edges/15 nodes example.





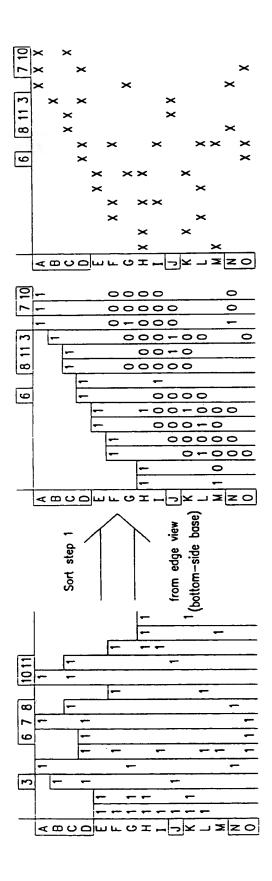


FIG. 10B





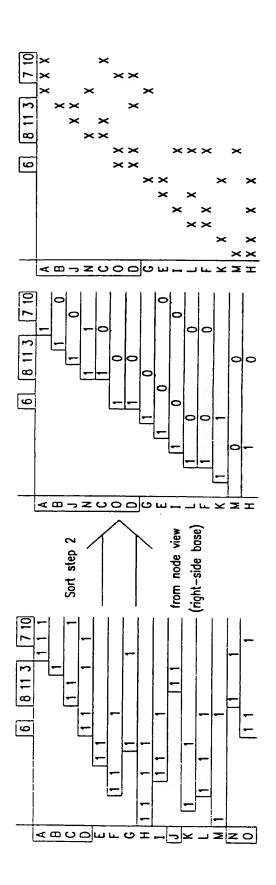
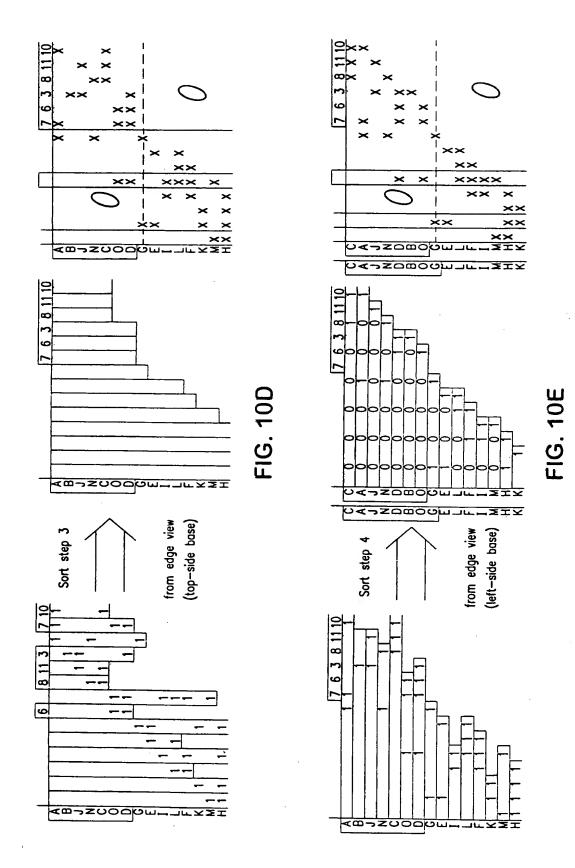


FIG. 10C







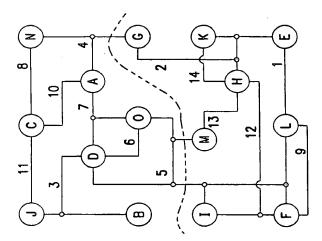


FIG. 10F

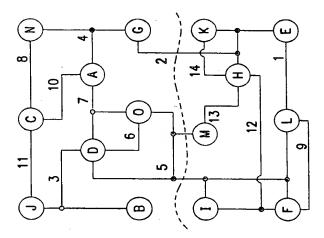




FIG. 11A

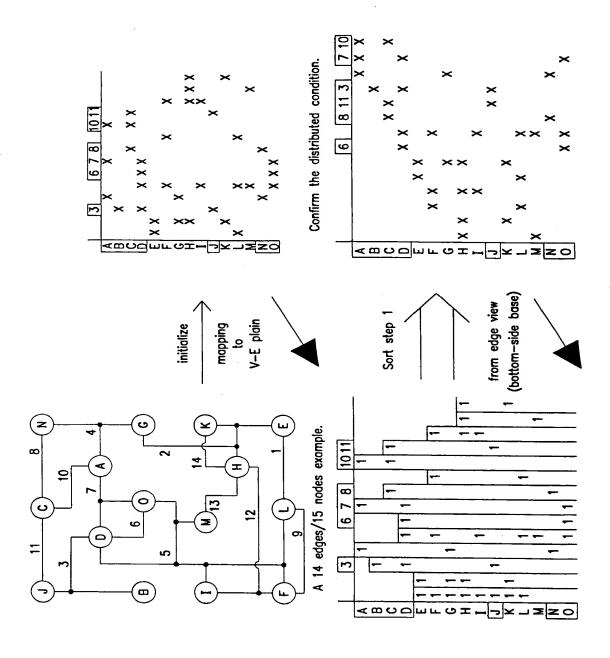




FIG. 11B

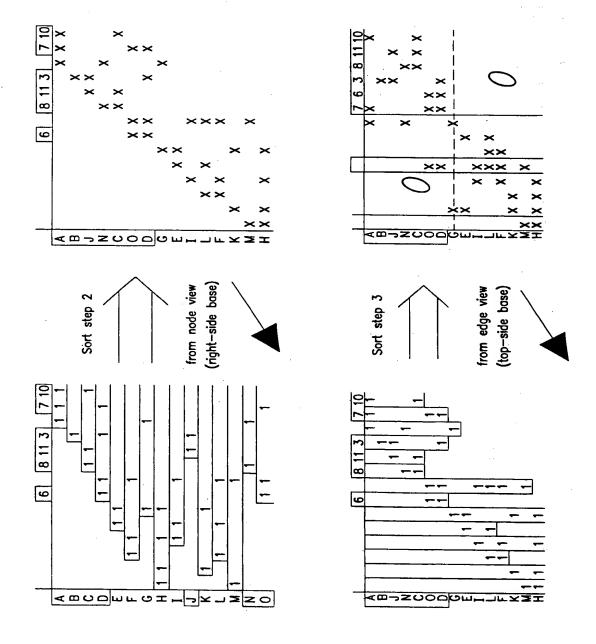
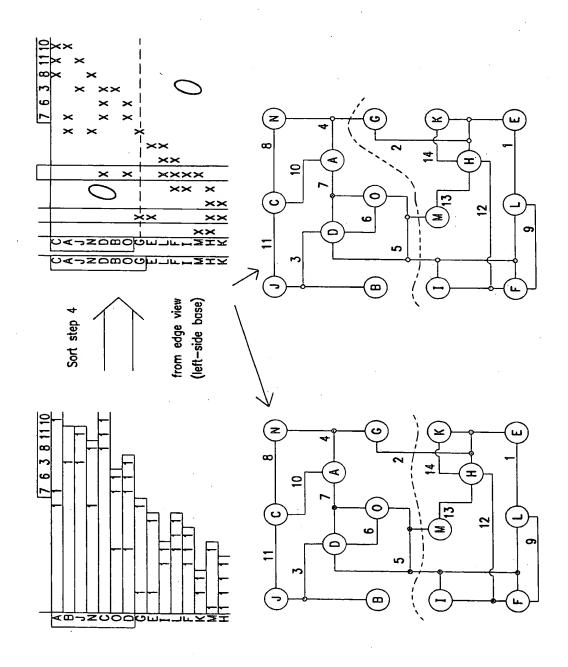




FIG. 11C





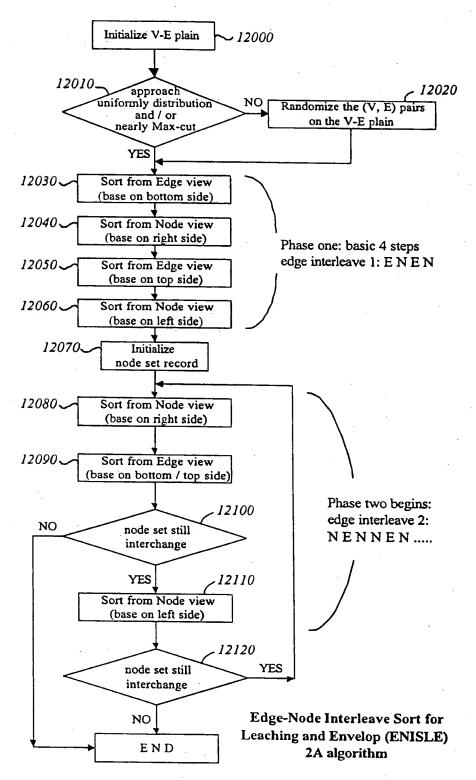
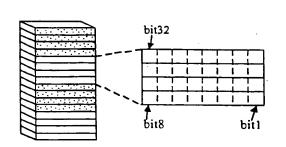
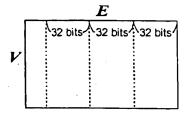


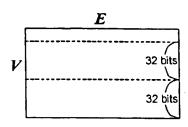
FIG. 12



```
struct bitfield32 {
    bit32 :1;
    bit31 :1;
    bit30 :1;
    bit2 :1;
    bit1 :1;
} radix_sort_unit;
```

FIG. 13

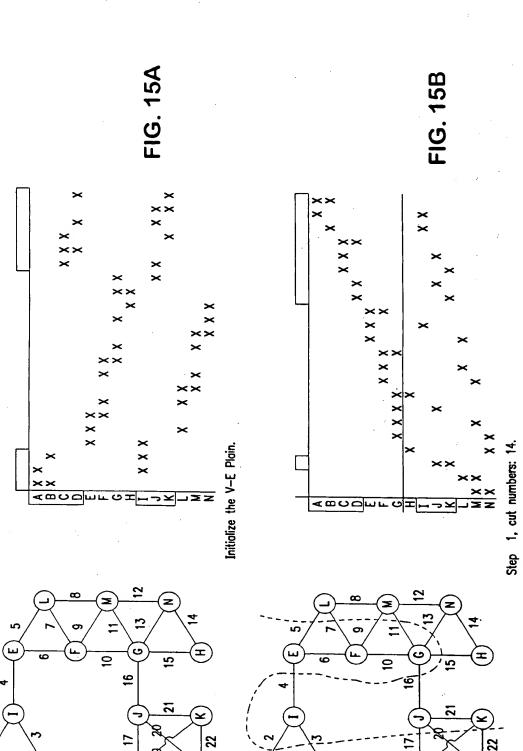




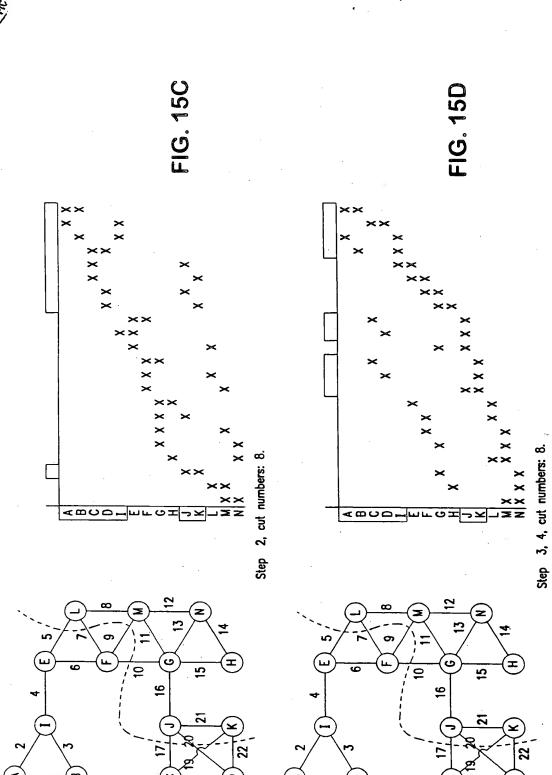
```
Radix Sorting (LSD) Example:
232, 321, 213, 231, 111, 112, 132, 123, 221
18
      321, 231, 111, 221
2S
       232, 112, 132
       213, 123
3S
321, 231, 111, 221, 232, 112, 132, 213, 123
108
        111, 112, 213
20S
        321, 221, 123
30S
        231, 232, 132
111, 112, 213, 321, 221, 123, 231, 232, 132
100S
         111, 112, 123, 132
200S
         213, 221, 231, 232
300S
Output: 111, 112, 123, 132, 213, 221, 231, 232, 321
```

FIG. 14

# SEP 1 2 2003 ES

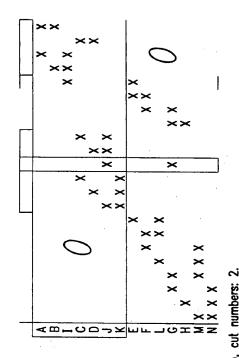




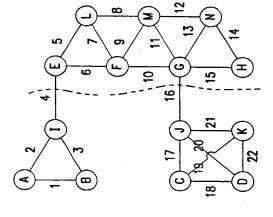


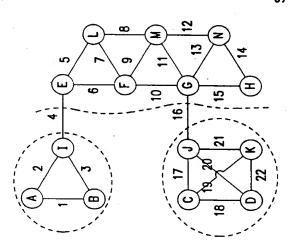
i.G. 15F

FIG. 15E



4m100-3





# SEP 1 2 2003 8

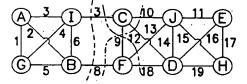
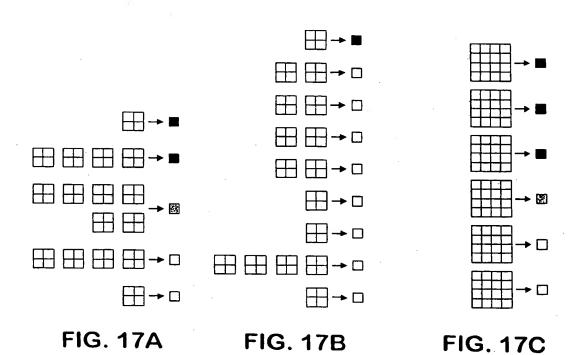


FIG. 16





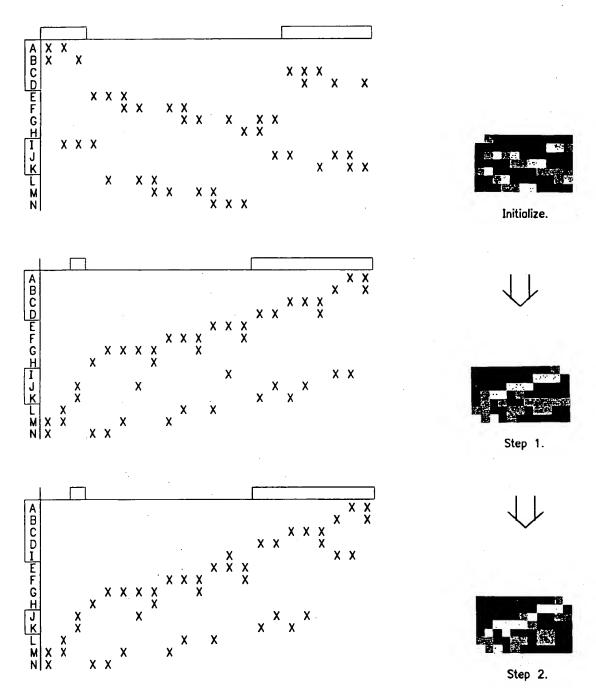


FIG. 18A



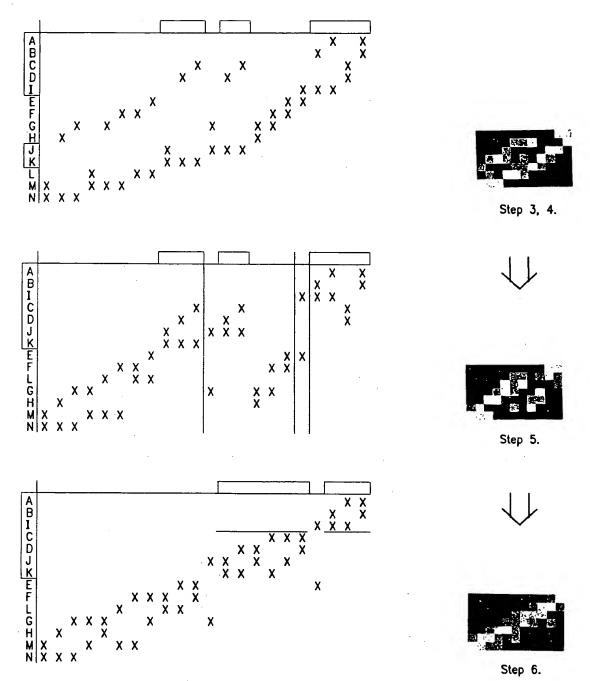


FIG. 18B



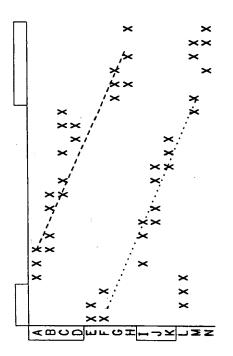
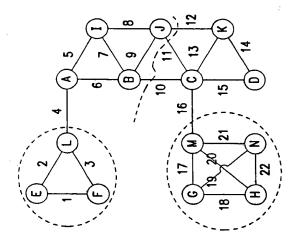
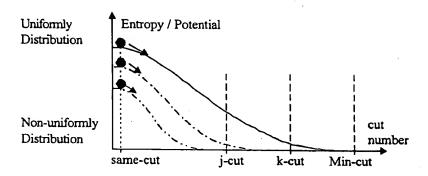


FIG. 19



### PE CIRE SUBOR



**FIG. 20A** 

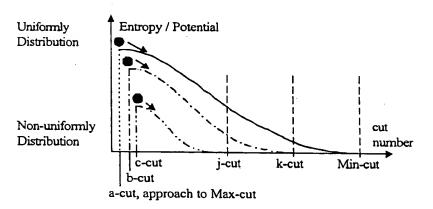


FIG. 20B

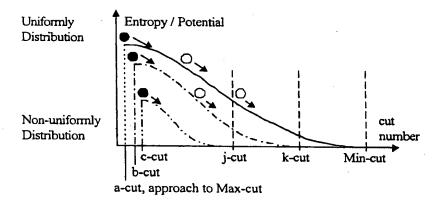


FIG. 20C